

# The Last HUNDRED YARDS COMBAT TABLES



## ASSAULT RESOLUTION TABLE [14.0]

[The Final Assault DRM is limited to +/- 4.]

1. Attacker conducts a **Vehicle Destruction Attempt** [14.3.2].
2. Attacking and Defending riders/passengers unload.
3. **Defending units retreat 4 hexes.** Non-vehicular units suffer a casualty and Disrupt unless already Disrupted. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping, and the best non-vehicular combat unit suffers a casualty, and all others conduct a Cohesion Check and suffer a casualty if they fail].
4. Attacker *may advance* (once) into an adjacent hex and immediately conduct an **assault** if the hex is occupied.
5. Check for **Leader** and **FT Loss** [14.3.5], and **Promotion Points** [Optional, 22.2.1].

1. Both players conduct a **Vehicle Destruction Attempt** [14.3.2].
2. Attacking and Defending riders/passengers unload.
3. **Defender Retreats.** Retreating disrupted units suffer a casualty. Retreating undisrupted units Disrupt and conduct a Cohesion Check and suffer a casualty if they fail. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping and the best non-vehicular combat unit suffers a casualty [15.2.1].
4. Check for **Leader** and **FT Loss** [14.3.5], and **Promotion Points** [Optional, 22.2.1].

1. If **Urban Assault** [14.3.1] and the *unmodified* die roll is **6 or 7**, the single best **attacking and defending** non-vehicular combat unit suffers a **casualty**.
2. Both players conduct **Vehicle Destruction Attempts** [14.3.2].
3. Attacking and Defending riders/passengers unload.
4. **Defender Retreats.** Retreating non-vehicular units conduct a Cohesion Check. [EXC: If Russian or Japanese, only the best non-vehicular combat unit conducts a Cohesion Check and suffers a casualty if it fails [15.2.1].
5. Check for **Leader** and **FT Loss** [14.3.5], and **Promotion Points** [Optional, 22.2.1].
6. Mark all undisrupted Attacking/Defending non-vehicular units **Regrouping**.

1. If **Urban Assault** [14.3.1] and the *unmodified* die roll is **4 or 5**, the single best **attacking** non-vehicular combat unit suffers a **casualty**.
2. Both players conduct **Vehicle Destruction Attempts** [14.3.2].
3. Attacking and Defending riders/passengers unload.
4. **Attacker Retreats.** Retreating non-vehicular units conduct a Cohesion Check. [EXC: If Russian or Japanese, only the best non-vehicular combat unit conducts a Cohesion Check and suffers a casualty if it fails [15.2.1].
5. Check for **Leader** and **FT Loss** [14.3.5], and **Promotion Points** [Optional, 22.2.1].
6. Mark undisrupted Attacking/Defending non-vehicular units **Regrouping**.

1. Both players conduct **Vehicle Destruction Attempts** [14.3.2].
2. Attacking and Defending riders/passengers unload.
3. **Attacker Retreats.** Retreating disrupted units suffer a casualty. Retreating undisrupted units Disrupt and conduct a Cohesion Check and suffer a casualty if they fail. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping and the best non-vehicular combat unit suffers a casualty [15.2.1].
4. Check for **Leader** and **FT Loss** [14.3.5], and **Promotion Points** [Optional, 22.2.1].

1. Defender conducts a **Vehicle Destruction Attempt** [14.3.2].
2. Attacking and Defending riders/passengers unload.
3. **Attacking units retreat 4 hexes.** Non-vehicular units suffer a casualty and Disrupt unless already Disrupted. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping, and the best non-vehicular combat unit suffers a casualty, and all others conduct a Cohesion Check and suffer a casualty if they fail].
4. Defender *may advance* (once) into an adjacent hex and immediately conduct an assault if the hex is occupied by enemy units.
5. Check for **Leader** and **FT Loss** [14.3.5], and **Promotion Points** [Optional, 22.2.1].

## ASSAULT VALUE MODIFIERS [14.2]

AVM:

- |     |  |
|-----|--|
| X   | Cohesion Differential [+3 max] [14.2a]   |
| 1   | Assaulting a Regrouping Force [14.2b]  |
| 1   | Defender in a rural Building hex, IP or behind a wall [14.2c]                                |
| 1   | Defender is Concealed [14.2d]  |
| 1/2 | LATW/FT vs. a hex containing an FP, Towed Gun, Urban Building or Urban Building Road [14.2e] |
| 1   | Heroic vs Fortified Positions [14.2f]  |
| 1   | Defender in a Hill hex [14.2g]   |
| 2   | Envelopment [14.2h]  |
| 2   | Defender in an urban building or urban road hex [14.2i]                                      |
| -1  | Fragmented Assault [14.2j]   |
| -1  | Participating Vehicle is in Motion [14.2k]   |

## VEHICLE DESTRUCTION DRM

### [14.3.2.1]

All DRMs are cumulative  
[Maximum Net DRM allowed is 8.]

DRM Friendly Force includes undisrupted:

- |    |   |
|----|---|
| a) | Any squad or Fortified Position, <i>or</i>                |
| b) | a German MG or infantry section after 9/43, <i>or</i>     |
| c) | Japanese/Russian reduced squad or section                 |
| a) | unit with an ATV $\geq 0$ , <i>or</i>                     |
| 1  | b) a German <i>squad</i> or Fortified Position after 9/43 |
| a) | a heroic unit, <i>or</i>                                  |
| 1  | b) Japanese/Russian <i>squad or</i>                       |
| c) | a unit with an Assault Value of 3                         |

DRM If the Enemy Vehicle is:

- |    |   |
|----|---|
| 3  | Unsupported ( <i>i.e., no other undisrupted or non-shocked combat unit in the hex</i> ), and in or adjacent to a cover terrain hex, hex side or Improved Position |
| 2  | Carrier or shocked AFV in Motion  |
| -1 |   |

## VEHICLE DESTRUCTION RESOLUTION [14.3.2.2]

Destroyed if the die roll is  $\geq 10$ .



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## SMALL ARMS FIRE DRM TABLE [11.3.3]

[Fire Attacks  $< -4$  are not allowed.]

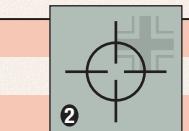
Range of the firing unit is:

DRM	$\leq 4$	8	10	12	15
-	1	1-2	1-3	1-3	1-4
-1	2	3	4	4	5-6
-2	3	4	5	5-6	7-8
-3	4	5-8	6-10	7-12	9-15
-2 <sup>R</sup>		Split Fire [11.3.3d]			
-1/-2 <sup>V</sup>		Motion Fire [from current/adjacent hex] [11.3.3g]			
-1		per Hindrance [11.3.3j]			
-1		Hex Contains a Friendly Vehicle [11.3.3l]			
-1		Suppressed Fire (per 2 Markers - FRU) [11.3.3b]			
-1		Regrouping Fire [11.3.3f]			
-1		Concealed Target [11.3.3i]			
-1		Go to Ground [11.3.3m]			
-1		if Night [11.3.3n]			
1		Enfilade [11.3.3e]			
1		Target Density (per 2 steps $> 4$ - FRU) [11.3.3k]			
1 <sup>R</sup>		Proximity Fire (within 2 hexes) [11.3.3c]			
1 <sup>V</sup>		HE vs a Building or IP [11.3.3o]			
X		TEM [see Terrain Table]			

<sup>R</sup> Reaction Fire Only - Inf, MG and FP   <sup>V</sup> Vehicles Only

## MORTAR FIRE DRM TABLE [11.4.6]

- |   |                          |
|---|--------------------------|
| 1 | Airburst [11.4.6a]       |
| 1 | Target Density [11.4.6b] |
| X | TEM [see Terrain Table]  |



## MORTAR FIRE ACTION TABLE [11.4.5]

Type	Mortar Value (MV) Primary	Mortar Value (MV) Secondary	Ammo Type MDRM	Ammo Type SMK
< 60mm	0	N/A	1	1
60mm Sec.	0	-1	2	3
80-82mm Sec.	2	0	2	5
80-82mm Plt.	2	0	6/8 <sup>R</sup>	7

<sup>R</sup>Russian only

## SMALL-ARMS/MORTAR-FIRE RESOLUTION [13.1]

- If Final Fire Attack Result is  $>$  the Cohesion of the *best* non-vehicular combat unit in the hex, that unit disrupts, or suffers a casualty if already disrupted, and all other non-vehicular units in the hex must conduct Cohesion Checks.
- If Final Fire Attack Result is  $\geq 10$ , the non-vehicular combat unit with the *best* Cohesion suffers a casualty and disrupts (unless already disrupted) and all other non-vehicular units in the hex must conduct Cohesion Checks.
- If the MV  $\geq 2$  and the Final Mortar Fire Attack Result is an unmodified 10, a single stationary vehicle in the target hex (selected at random) is Destroyed if a Carrier or FV, or Shocked if an AFV.

## ANTI-TANK FIRE RESOLUTION TABLE [13.2]

Target is **Destroyed** if...

Final Fire Attack Result is  $>$  Target's AV or AEV or

Unless Destroyed, AFV is **Shocked** if...

- Final Attack Result is = to the Target's AV or AEV, *or*
- The unmodified die roll is 10, and the Final Fire Attack Result is within two of the defending units AV.

No Effect if...

against a vehicle and the unmodified die roll  $\leq 2$

## MINEFIELD EFFECTS TABLE [19.1]



**Non-Vehicular Units:** The entering player makes a single unmodified die roll. If the die roll is 10, one unit selected at random suffers a Casualty [13.3.3].

**Vehicular Units:** An AFV is shocked if the die roll is  $\geq 9$  and FVs and Carriers are destroyed if the die roll is  $\geq 8$ . Otherwise, there is no effect. Shock or destruction of a vehicle may cause Collateral Damage [13.3.7].

## TERRAIN EFFECT TABLE [4.0]

Terrain occupied by the Defender <sup>2</sup>	Level	MP Cost				TEM <sup>1</sup> Small Arms & Mortar Fire only	Notes
		Non-Vehicular	AFV	HT	Truck		
Rural/Urban	OT	1	1	1	2/1	0	See 4.1.1, 4.1.2
Beach	0	1	1	1	2	0	See 4.1.14
Woods/Jungle	1	1½	3 <sup>8</sup>	P	P	-1	See 4.1.3
Hvy Woods/Hvy Jungle	2	1½	4 <sup>8</sup>	P	P	-1	See 4.1.3
Tree Line	1	0	+1 <sup>8</sup>	P	P	-1	See 4.1.8
Palm Grove/Orchard/Brush <sup>5</sup>	1/0/0	1	1	1	2	0	See 4.1.15, 4.2.4
Hill	Varies	+½ <sup>3</sup>	+1 <sup>3</sup>	+1 <sup>3</sup>	+1 <sup>3</sup>	-1	See 4.1.4
Stone Bldg.	1	1	1	1	1	-3	See 4.1.6a
Wooden Bldg.	0	1	1	1	1	-2	See 4.1.6a
Urban Bldg.	1	2	P	P	P	-3	See 4.1.6b
Hut	0	1	1	1	1	-1/0 <sup>4</sup>	See 4.1.6a
Wall	0	0	+1	P	P	-1/0 <sup>4</sup>	See 4.1.7
Road/Railroad <sup>7</sup>	OT	1	1	1	1	OT	See 4.1.9, 4.1.9.1 – 4.1.9.5
Path <sup>7</sup>	OT	1	2	P	P	OT	See 4.1.9.6
River	-1	1½ /All <sup>6</sup>	P	P	P	0	See 4.1.10
Bridge	OT	1	1	1	1	0	See 4.1.11
Fords	OT	+½	+1	+1	+2	0	See 4.1.12
Marsh	0	1½ /All <sup>6</sup>	P	P	P	0/-1 <sup>4</sup>	See 4.1.13
Gully (Balkas)	-1	1	1	P	P	OT	See 4.1.18
Improved and Fortified Positions	OT	OT	OT	OT	OT	-2	See 4.1.16; 2.2.4

P Prohibited.

OT Other Terrain in hex determines TEM.

NA Not Applicable.

### Footnotes:

1 TEMs are not cumulative and if more than one is applicable, only the one most beneficial to the defender is used.

2 Terrain listed in **bold black** are Blocking Hexes. Terrain types listed in **bold red** are Blocking Terrain Features.

3 MP cost for each bold contour line crossed when maneuvering uphill. Not applicable if along a road.

4 The TEM on the left is for small arms fire and the TEM on the right is for mortar fire.

5 Palm Groves/Orchard/Brush Block LOS of units on different levels but are a Hindrance to units on the same level [4.2.4].

6 1½ to enter and All to maneuver from one River hex to another.

7 Use other terrain in the hex if entered from a non-road/non-railroad hex.

8 +1 for each Tree-line crossed or when exiting a Forest Road hex into any hex that does not have a connecting road [4.1.9.1a].

## BLIND HEX TABLE [4.2.3]

Level difference between the highest hex and Blocking Terrain hex	Number of hexes from the <i>highest hex</i> to the intervening Blocking Terrain hex or Terrain Feature																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0*	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
2	0*	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
3	0	1	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	5	5
4	0	0	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4
5	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	3	3

\* The value is “1” when the adjacent hex contains a forest hex or intersects a building or tree-line feature.

## STACKING LIMITS [2.3; 14.0]

	# of units allowed per player in a hex	# of steps or units allowed per player to participate in an assault
Squads	3	Maximum of 4 steps of non-vehicular combat units
MG	2	
Towed Guns	1	
Fort. Positions	1	
Vehicles	2	1 vehicle
Leaders, FT or LATW units	any two	one of each

## MANEUVER POINT ALLOWANCE [10.1]

Unit Type	Activation	Reaction	Reverse
Non-vehicular	3 (2)	2 (1)	-
AFV/HT/trk FV	5	4	3
wh FV/Truck	6	4	3

(x) = The number of hexes a unit can move regardless of the MP cost.

## TACTICAL OBJECTIVE TABLE [22.2.1]

PP awarded for:	Objective [as defined]	
	Capture or Destruction	Defend
1	1	Improved Position [14.1c]
4	1	Fortified Positions [14.1e and f]
2	1	Hill [14.1g]
1	1	Towed gun [14.3.3e]
2	1	Successful Vehicle Destruction Attempt
1	1	MOP (per Mission Special Rule*)
1	1	Mission Win
-1	-1	Per Step Lost in the Mission

\* Terrain Features specified in the MSR as Mission Objective Points.

## DISRUPTION/REGROUPING RECOVERY [12.1]

- Recovers if the modified die roll is  $\leq$  Cohesion
- Rally [12.5] if the modified die roll  $\leq$  “1”
- Heroism [12.6] if the un-modified die roll = “10”
  - 1 if Elite [15.1b]
  - 1 Leader [12.2b]
  - 1 Suppressed [12.2a]
  - 1 Japanese/Russian [12.2c]

## SHOCK RECOVERY TABLE [12.7]

1	Rally (on an unmodified die roll of one)
2 - 4	Recover
5 - 7	Remains Shocked
8 - 10	Knocked Out and Abandoned



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